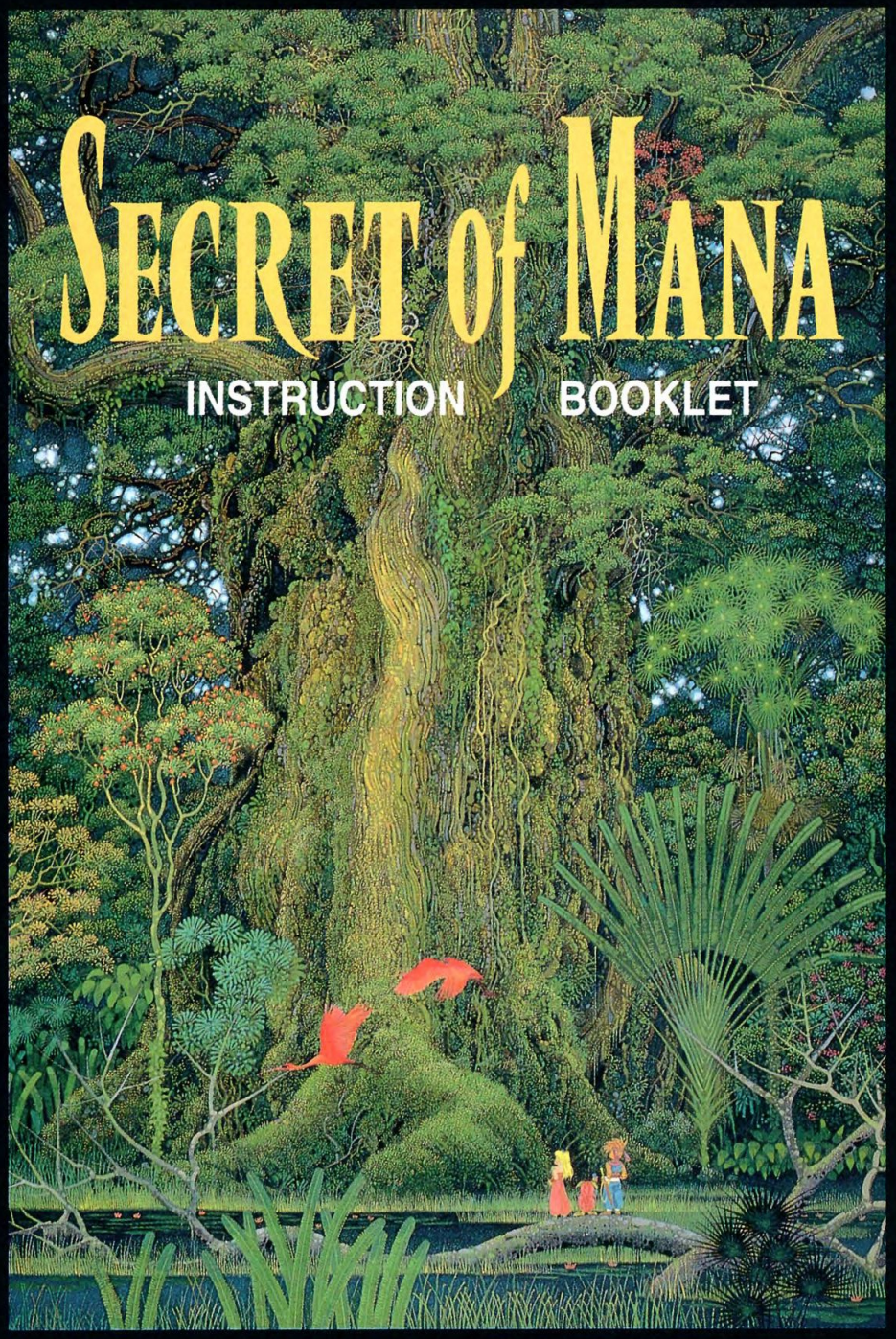
SQUARESOFT™

SNS-K2-USA

SECRET of MANA

INSTRUCTION BOOKLET

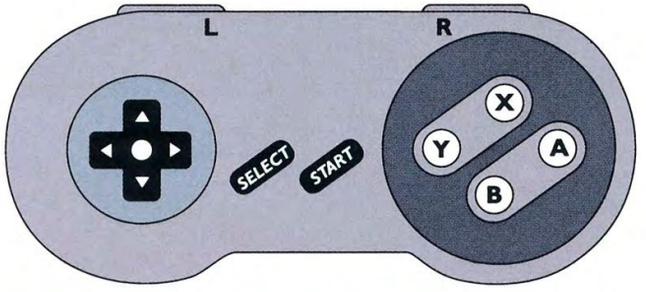


SUPER NINTENDO®
ENTERTAINMENT SYSTEM

CONTROLLER

To perform the actions that are necessary to your survival and success, you will need to use these Buttons and the Control Pad. Some Buttons have more than one function, depending on what your situation is when you press them.

To Reset the game hold down the L and R buttons, Start and Select, at the same time.



✥	Press the Control Pad to walk around: East, West, North, and South. When a Ring Command is displayed, push the Control Pad left or right to spin the Ring one way or the other.
X	To bring up the Ring Commands of your allies, simply push the X Button.
Y	Push Y to open your Ring Commands or close your allies' Rings. Use Y to end conversations. Also use Y to pause the game.
A	Press and hold the A Button to Dash.
B	You must press B for a number of actions: talking with people, selecting options from Ring Commands, and activating weapons.
START	If you have plugged in the 2nd or 3rd Controller, you must push the Start Button to join in the quest (see Page 34).
SELECT	To switch the Controller manipulating each of your heroes, push the Select Button (see Page 34 for more information).

BUTTONS OF POWER

Below are more details about the Buttons you will use most often. The Buttons are described as in their original setting. More explanations will be provided later in this book.

B BUTTON

Pressing the B Button when you confront an enemy will let you fight. Of course, being the heroes of our land, you cannot attack defenseless creatures. While you are in town, pushing B begins a conversation.

CONTROL PAD/B BUTTON

When a Ring Command is on screen, you will use the Control Pad to rotate it. When the item you want is in the box, pushing the B Button will select it. The Rings that appear in shops work the same way.

Y BUTTON

To see your Ring Commands, hero, press the Y Button. Push Y again to close the Rings. When your allies' Rings are on display, push Y to return to the hero's Rings, and Y again to close them. To pause the game, press Y. Press Y again to resume play.

X BUTTON

Push the X Button to select an ally's Ring Commands. Press X again to switch to the other ally's Rings. To close either allies' Ring Commands, press the Y Button twice.

THE LAND AROUND YOU

As you travel across our troubled world, on screen you will see the area around you; you will see yourselves and your conditions. The information that will be visible to you is described below and on the following pages.

HIT POINTS

Each of you can withstand some blows. The number on the left is the life left in this character; the number on the right shows the maximum life you can hold.

WHICH ONE?

The number shown here indicates the active Controller.

WEAPON POWER

Power up a weapon by holding down the B Button. The power of that weapon will be displayed here.

CHARACTER ICON

As your allies appear, their faces will be shown here. By the face, information about each is given. This will be visible at all times.

RING COMMANDS

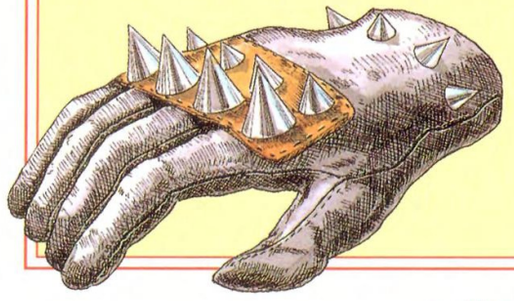
Each of you has more than one Ring Command. To rotate the Rings, push the Control Pad left or right; push up or down to move from one Ring to another. When the item you want is in the box at the top of the Ring, push B.

THE MAGIC RINGS

While the hero has three Rings, your allies each have four. The fourth Ring displays the Spells of that particular ally.

MERCHANT RINGS

When you are in a shop and ask to see what is for sale, a Ring appears. Use this Ring like all the others to select the item you want. Its cost will appear in the Shop Keeper's conversation window. Your money is shown in the middle of the screen.



EDIT RING

On this Ring you will find information about items, your condition, and your weapons. You can also adjust the screen and take action. The seven options available to you in this Ring are explained on the following pages.

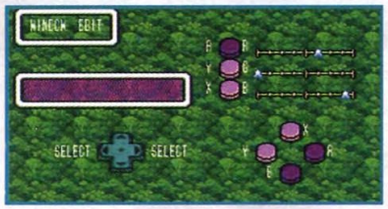
WINDOW EDIT
TARGETING
CONTROLLER EDIT
STATUS
WEAPON/MAGIC LEVEL
ACTION GRID
EQUIP ARMOR

WINDOW EDIT

The Window Edit icon is shown in the photo to the right. If you select this option, you can change message window color and switch frames and backgrounds for a little variety.

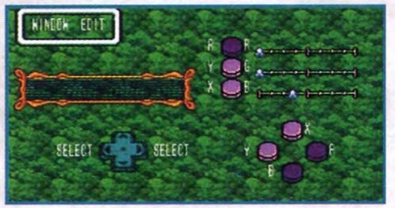
COLOR

Change the message window color. Hold down the indicated Controller Button while pushing the Control Pad left or right to change colors.



FRAME/ BACKGROUND

You can see the different Message Window styles by pushing the Control Pad up, down, right, and left. Press Select to Exit.



TARGETING

When you select the Target icon from the Edit Ring with an ally, the Hand of Fate appears. Position it at the enemy you want to attack and push B. This way you can attack another enemy and your allies will attack the targeted enemy

NAME TARGETING

The Hero can use the Target function to find out the name of a particular enemy on the screen. You cannot Target anything in towns.

CONTROLLER EDIT

The Controller Edit option of the Edit Ring is for those independent souls who prefer to set their own Button functions. You can even flip the Control Pad commands so that you can hold the Controller in the reverse position.

CONTROLLER EDIT
YOUR ICONS
ALLY'S ICONS
ATTACK
CARD
SELECT
SELECT
TO CHANGE THE BUTTON ASSIGNMENT, KEEP THE BUTTON DOWN AND PUSH RIGHT/LEFT ON THE CONTROL PAD. RELEASE TO SET.
PUSH L OR R-BUTTON TO CHANGE THE CONTROLLER TYPE.
PUSH START TO SET. PUSH SELECT TO EXIT.

CHANGING BUTTONS

Press and hold down the Button which you want to change. Push the Control Pad left or right to select the function you now want that Button to have. Release the Control Pad and Button. Do this for all of the Buttons you want to change. Or, to flip the Control Pad directions, push L or R.

CONTROLLER EDIT
CARD
YOUR ICONS
ATTACK
ALLY'S ICONS
SELECT
SELECT
TO CHANGE THE BUTTON ASSIGNMENT, KEEP THE BUTTON DOWN AND PUSH RIGHT/LEFT ON THE CONTROL PAD. RELEASE TO SET.
PUSH L OR R-BUTTON TO CHANGE THE CONTROLLER TYPE.
PUSH START TO SET. PUSH SELECT TO EXIT.

STATUS

Choosing the Stat icon on the Edit Ring will bring up four windows, which are described below. While the stat windows are up, push B to check the statistics of the other characters.

MANA POWER

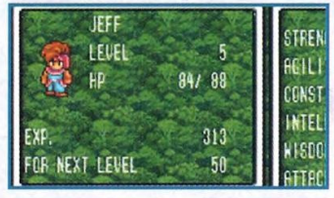
This window displays the total number of Mana Seeds that have been absorbed by your party.

ABILITIES

You are each gifted with many skills, and that is why you have been chosen as our heroes. In this window you can review the extent of your abilities, ranked on a scale of numbers. The higher the number the better. As you face frightful peril and survive, and as you learn and grow stronger and wiser, your ranking will increase.

EXPERIENCE & LEVEL

The number of experience, magic points you have and your current level appear here. You are also shown how much more experience you need to move up one level.



MONEY

The currency of our world is known as Gold Pieces. You will need it to buy many things as you travel.

WEAPON/MAGIC LEVEL

Choose the Level option on the Edit Ring to check the rating of your weapons and magic. The level of each weapon and spell will be shown on a scale of 0-8, with 8 the strongest.

SPECIFIC WEAPONS

To examine a particular weapon, Press B to bring up the highlight box. Move it to any weapon and press B again. The power of that weapon and other important information about it will be displayed. It is wise to become familiar with all the weapons in your possession.

ALLIES' MAGIC LEVEL

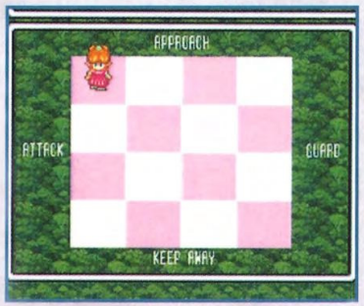
Once you have selected Level from the Edit Ring and the weapon screen appears, push R to view the spells available to your allies. Highlight a specific spell the way you do a particular weapon to see what each spell does and its level.

ACTION GRID

Use the ACT (Action) option on the Edit Ring to issue various commands to the computer-controlled members of your party. Establish how aggressive they can be and set their weapon power.

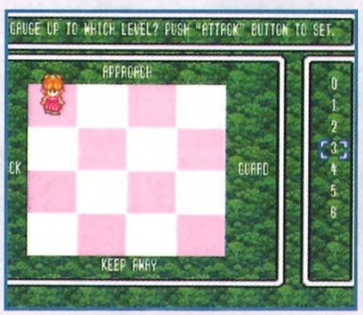
ATTACK CHART

The attack chart offers 16 positions, so find the one that best suits your Allies. When you are starting out and feeling weak, place your Allies in the lower right corner of the chart. Here, they will focus on defense and have very little aggressiveness. As they become stronger, and their levels increase, move slowly up toward the left corner. In the upper left corner, they will concentrate on attack and do little to defend themselves.



WEAPON POWER

You can set the attack power of a weapon at any level up to its current maximum setting. Bear in mind, however, that a high attack power means it will take longer to recharge the weapon's power meter when you are in the heat of battle. This is only for computer controlled characters.



EQUIP ARMOR

When you need to change armor, because you have bought a new kind or because you know that in the next battle you will need something special, select the Equip option from the Edit Ring. Rings showing your armor appear.

CHOOSING ARMOR

A face next to armor means it is being worn by that person. At the top of the screen, information about a selected item appears. The number to the left shows the power of the armor you are wearing. The number to the right indicates the power of the armor selected in the box.

SELL THE OLD

Old armor will weigh you down and clutter your Rings. Whenever possible, sell off the old items in weapon stores or to Merchants. If you don't want to wait and sell your old armor, throw it away.

DISPOSAL

To dispose of armor that can't be sold, position it in the Ring's box and push B. The item will begin to flash. Rotate the Ring until the trash can is in the box and push the B Button again.

ITEM RING

On this most perilous quest, you will need the assistance of many potent and magical items. Some you will find in hidden chests, others you will tear from the grasp of defeated enemy lords, and still others you can purchase. Place items in the box to gain information about them.

You have room to carry more than one of certain kinds of items. Since you will travel long distances, try to keep your packs well supplied, especially outside of towns.

ITEM USAGE

The Item Ring displays all of the objects currently being carried by your party. To use an item, place it in the box of the Item Ring and push B. If you can use the item at that time, you will immediately do so. Otherwise, a message is displayed telling you different. With some items, the Hand of Fate appears. You must position the Hand on whatever you wish to influence and push B.

SPECIAL NOTE

A list of all the items, complete with full descriptions of what they do appears on page 42.

WEAPON RING

You must face each enemy, every peril, with the proper weapon in hand. Place a weapon in the box to check its power. The number to the left indicates the relative strength of your weapon; the number to the right shows how much stronger or weaker the selected weapon is.

As you collect new weapons, the Weapon Ring expands. You can never sell or dispose of weapons. The risk of having them fall into enemy hands is far too great.

CHANGING WEAPONS

Enter your Weapon Ring when you want to take up a different weapon. The Icon of the character's face will appear next to the weapon that character is currently using, and the name of that weapon will be shown at the top of the screen in the message window. Position the weapon you want in the box at the top of the Ring and push the B Button twice.

SPECIAL NOTE

A list of all the weapons you will use throughout the game appears on page 40.

SPELL RING

As you know, only your allies can wield the magic of the elements. Whenever you find an Elemental, its spells are transferred to your allies. They cast the magic of seven elementals but each ally uses the spells differently.

SPELL CATEGORIES

Push X to enter an ally's Ring Commands, and go to the Spell Ring. You can see your current and maximum magic points here. Elementals you can presently call are also shown. Place an Elemental in the box and its name appears.

SPELLS

Once you've selected an Elemental, the list of spells is shown in a small Ring. Place a spell in the box to see its name and the number of magic points needed to cast it. Push Y to return to the Spell Ring without casting a spell.

CASTING SPELLS

Position the spell you want to use in the box and push B. The Hand of Fate appears. Push up and down on the Control Pad to move the Hand from target to target, then push B. You can also target multiple monsters or your entire party by moving the Hand untill the word "ALL" appears, then pushing the B Button.

SPECIAL NOTE

A complete list of the Elementals, including their names and the spells they can provide, starts on Page 36 of this book.

THE MIGHT OF MAGIC

Your allies must not hesitate to throw their magic against the hundreds of enemies you will face. Attack from a distance with mighty spells and bring down the powerful enemy lords with magic. Use magic to strengthen your partners and enhance their weapons in battle.

FAERIE WALNUTS

Always maintain a full supply of Walnuts. This nutritious snack will restore your magic points when selected and eaten.

SPELL LEVELS

Select the Level option on the Edit Ring then press the R Button to see the magic skill info. The number beside the spell icon indicates the level of that spell. Level 8 is the best. The number next to the level rises every time the spell is used. When this number reaches 100, the level of the spell will increase by one level depending on the number of Mana Seeds you have in your status screen.

CRYSTAL ORBS

On your quest, you will have to cast spells on objects as well as enemies. Use magic on crystal orbs, to make them perform certain actions. Use the Analyzer spell on orbs to see which Elemental will work.

BATTLE STRATEGIES

It will be impossible for you to avoid fighting as you fulfill your quest. Indeed, you must seek out battle so that you can grow strong and experienced. Enemies will constantly chase you, but you can avoid engaging them in combat by escaping. Outrun the enemy if it pleases you.

ATTACK

When you are confronting an enemy and eager for battle, push B and you will attack. Then watch the power meter in your status window climb back to 100%. When it does, you can strike again at full power.

POWER ATTACK

To land a mighty blow on your opponent, press and hold the B Button down. When the power meter in your status window reaches 100%, continue holding B. A power bar appears and begins building up to the current level of your weapon. Once it reaches that point, you will attack. Be warned, though, that this maneuver takes time and you are open to attack while you are waiting to charge up your meter.

ENEMY BOSS

An enemy boss is bigger and more powerful than his men—that's how he earned his rank.

SPELL FIGHTING

While battling a boss, cast healing spells on the other party members, and use attack spells on the enemy. Some bosses are immune to most kinds of spells. You must experiment to learn which are the most effective. Cast Analyzer on a Boss to see what it is weak against.

SURVIVAL

The best way to ensure that you will survive a fight is to go into it prepared. Have all the healing and strengthening items you can hold. Also make sure you are wearing the most powerful armor you can afford. When locked in combat, practice different battle techniques until you learn which works best in each situation.

LEVEL UP

The land you will be journeying through is filled with a thousand dangers. Many of the challenges you face will be beyond your strength. At such times you must seek out enemies and do battle with them. Once you have built up your level, return and face the challenge again.

EXPERIENCE

Every time you defeat an enemy you gain experience points. And once you have achieved a certain number of experience points, your level will increase by one.

STATUS

To see how many more experience points you need to move up one level, select the Stat option on the Edit Ring and check the number next to FOR NEXT LEVEL.

WEAPON LEVEL

You can raise the level of your weapons simply by fighting and destroying enemies with them. The higher the level of that weapon the more damage it will do. Maximum weapon levels are determined by the number of weapon orbs you've collected.

MAGIC LEVELS

Before venturing forth into the truly dangerous realms of our world, improve your spells, especially those used to heal and strengthen your party. To increase the level of a spell, a good idea is to go to an Inn and stand outside. Cast the spell that you want to improve on the members of your group. Check the status screen to see how many points you need to raise the spell to a new level. Enter the Inn and sleep to recover magic points. To improve your offense spells, you will have to seek out enemies and engage them in battle. Maximum spell levels are determined by the number of Mana Seeds shown in your status screen.

FRIENDS AND SERVICES

Most of the inhabitants of our suffering world have retreated to the towns. When you enter a town, you must speak with everyone to collect valuable information. You can also purchase items and rest at Inns. Occasionally you will meet people in the country. Talk to them as well.

CONVERSATION

Open a conversation with everyone you meet. Do not hesitate to speak with the same person twice—they often have new information to share with you. Write down any clues.

STOCK UP

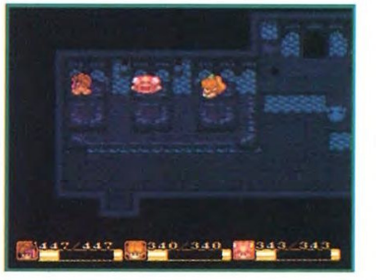
Before leaving a town to brave the wild country, visit a store to buy all the items you may need. Fill your packs and purchase the best armor you can afford. Save your progress at an Inn before departing.

WEAPON SMITH

After receiving a weapons Orb, seek out the weapon smith. Select a weapon from your Weapon Ring. He will forge that weapon to its new form for a small fee.

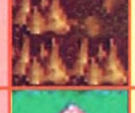
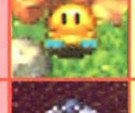
INN

When you enter an Inn, the Innkeeper will ask whether you want to stay. If you answer yes, the hit points and magic points of your party will be restored. The Innkeeper will next ask if you would like to save. You should always save your progress. When you answer yes, a list of the four files where you can save appears. Select the one you want by pushing up or down on the Control Pad. If members of your party perish, their ghosts follow you until you enter an Inn. When you sleep at an Inn, life is restored to them, as well as full hit and magic points.



OBSTACLES

Your honorable quest will lead you through many strange new places where you may find your path blocked or threatened by never-before-seen objects. You can usually get around most of these obstacles, with a little clever thinking. Use items you have with you or that you find nearby to tear down, or go around, roadblocks.

UNDER-BRUSH		When bushes and tall grass are growing in the way, use your sword to mow them down.
SKULL-SWITCHES		Strike a skull with your weapon to trigger the switch of power hidden behind it.
TELE-PORTERS		Step onto this pad and all of you will be transported immediately to a nearby location.
ROCKS		When boulders and rocks crowd your path, try shattering them with blows from an axe.
STAL-AGTITE		These stone spikes will stop you, unless one of you can swing an axe to chop them down.
POLES		Near ravines you may see poles for crossing. Use a whip to snag them and pull your party over.
HIGH STEPPERS		Approach this strange blob and you will find yourselves bouncing up to higher ledges.
CRYSTAL ORBS		Try casting spells on these mighty crystals to activate their magical switches.

SPECIAL ACTIONS

At times, you will need to use your weapons and items for purposes other than fighting. When you are in a difficult situation, always remember to experiment with your magic, weapons, and items in new and different ways.

SWORD

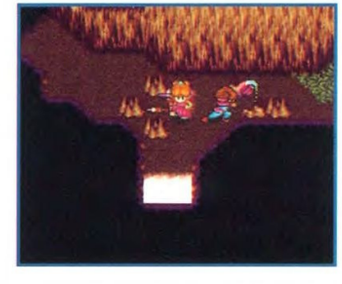
While walking around out on the land you will find grassy areas that you can cut down with your sword. Don't spend too much time doing this as you will not find anything of interest. Some low brush must be cut down for you to pass over it.

WHIP

When a ravine blocks your path, search both sides for crossing poles. Take up a whip and stand opposite the pole on the far side. Choose your position with care, then swing the whip.

AXE

As you travel underground, boulders and stalagtites will prevent your passage. Equip the axe and deliver powerful blows to the stubborn rock.



ADDITIONAL PLAYERS

If you have a multi-player adapter for your Super NES, up to three people can go questing at once.
Without the adapter, two people can go questing at once. When three people band together, each takes a role and participates in all of the action.

ONE PLAYER

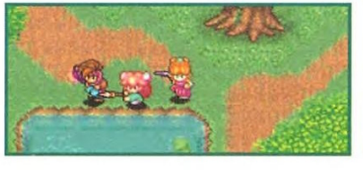
You can be any one of the three heroes at any time during the quest. To switch from one to the other, press the Select Button on Controller One. The number one will appear next to the face icon of your character in the stat bar.

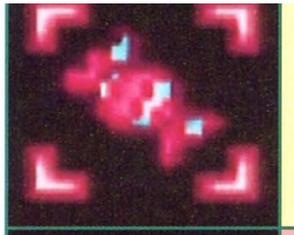
TWO PLAYERS

A second player can enter into the quest at any time by pressing the Start Button on Controller Two. The second player can switch between the two heroes not being manipulated with Controller One by pressing the Select Button. To quit, press Start again.

THIRD PLAYER

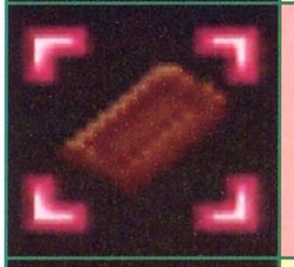
A third player can join the quest or quit, as does the second player.





CANDY

You will be able to buy candy in most stores, and it frequently appears inside chests. Eat some of this sugary treat to partially restore your hit points.



CHOCOLATE

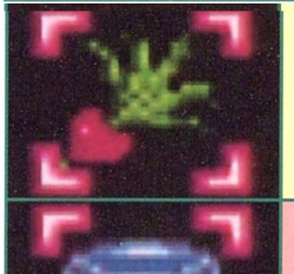
You will get more energy from eating chocolate, and it will raise your hit points more than candy. Unfortunately, it is also more expensive than candy.

ROYAL JAM

Made from the royal jelly of the Buzz Bee queen, this tasty snack has magical properties. It replenishes the hit points of the one who eats it to it's full capacity.

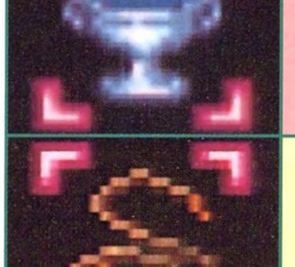
FAERIE WALNUT

You will need to keep a full stock of Faerie Walnuts. Whenever you eat one, it will restore your magic points to maximum.



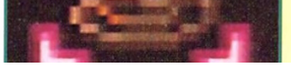
MEDICAL HERB

Try to keep this in your packs always. If you are poisoned by an enemy, take this herb.



CUP OF WISHES

Hold this magical cup to the lips of one who has perished, and that person is restored with full hit and magic points.



MAGIC ROPE

When you become lost or endangered in a castle, dungeon, or forest, use this to return to the beginning of the area.

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